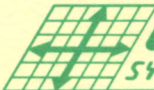


Ultima® I

PLAYER REFERENCE CARD
COMMODORE 64 VERSION



 **ORIGIN**
SYSTEMS INC.

GETTING STARTED

1. Insert thine **ULTIMA I** disk label side up in thy disk drive and turn on thy computer.
2. Type the following: Load "*", 8, 1<RETURN>. Press any key to bypass the title screen.
3. Before thou canst play, thou must create a character to send on the adventure. Type 'A' from the main menu to generate a new character.
4. Once thou hast created a character, or if thou dost wish to continue a previously saved game, type 'B' to begin play.

CHARACTER GENERATION

Upon typing 'A' at the main menu, the character generation screen appears.

1. Follow the instructions for distributing thy 30 available points among the five attributes:

Strength	Determines the severity of thy blows.
Agility	Determines the probability of successfully striking a foe, as well as the probability of avoiding attacks.
Stamina	Determines thine ability to survive wounds in battle, as well as thine ability to stay on thy feet at the local alehouse.
Charisma	Affects the selling price of one's possessions at shoppes.
Wisdom	Determines the reliability of spellcasting, and the purchase price of the spells themselves.
Intelligence	Affects both the potency of offensive spells and the purchase price of goods in shoppes.

2. Select a race, each of which has certain advantages:

Human	+5 Intelligence
Elf	+5 Agility
Dwarf	+5 Strength
Bobbit	-5 Strength; +10 Wisdom

3. Specify: Male or Female.
4. Now, select the class thou dost wish thy character to be:

Fighter	+10 Strength; +10 Agility
Cleric	+10 Wisdom
Wizard	+10 Intelligence
Thief	+10 Agility

5. Finally, name thy character (limited to 13 letters).

6. When asked if thou dost wish to Save thy character, type 'Y'. Thy character will be saved to a roster on thy program disk. But beware! Save not but 4 characters or thou wilt meet with peril. When finished saving thy character(s) type 'B' to begin playing. Note that only one character may adventure at a time.

Refer to the **Ultima I** player book for more details concerning races and character classes.

COMMANDS

A) Attack - Attempt to harm thine opponent with whatever weapon thou dost currently hold. Must be followed with a direction key, unless thou art in a dungeon.

B) Board - Board a horse, raft, frigate, or other form of transport--if thou art standing upon it.

C) Cast - Cast a spell. Thou must first commit the intended spell to memory by means of the **R)eady** command.

D) Drop - Dispose of any items no longer desired whilst in a towne or castle. This action is quite irrevocable.

E) Enter - Enter the towne, castle, dungeon, or other landmark upon which thou art standing.

F) Fire - Ye may fire upon foes using the guns of your ship, or any other armed vehicle.

G) Get - Pick up items which thou art standing adjacent to while in castles and other places.

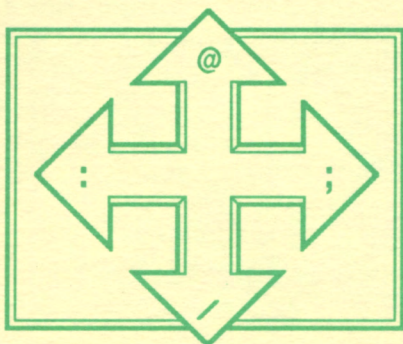
H) Hyper Jump - Enables thee to travel at faster-than-light speed to other stellar sectors -- if the means are available....

I) Inform & Search - Reveals the names of places and things that may be **E)ntered**. Also permits detection of secret doors and passages in dungeons, and may grant a view of surrounding areas in some future crafts.

- K) Klimb** - Ladders in dungeons may lead to fortune or doom; by means of this command thou canst use them.
- N) Noise** - Used to turn sound on or off.
- O) Open** - Reveal the contents of a coffin in a dungeon.
- Q) Quit (and save to disk)** - Use this command to stop playing (from the outside world only). Upon resuming thy quest, all will be as it was.
- R) Ready** - Equip thyself with a certain weapon, wear a suit of armour, or learn a magic spell. This must be performed prior to using an item.
- S) Steal** - May be used behind the unwatched counters of shoppes and in dark caches in castles. Beware, for the guards frown on this sort of behaviour.
- T) Transact** - Conduct business with merchants or kings.
- U) Unlock** - Open cells in castles or chests in dungeons. Danger tends to follow.
- V) View change** - Switches the view in modern crafts between front and top viewing modes.
- X) X-it** - Leave behind or dismount current craft and travel on foot.
- Z) Ztats** - Shows vital statistics, possessions, and spells. Also useful to temporarily stop the passage of time in the game.
- SPACEBAR) Pass** - Causes the passage of time (and consumption of food).

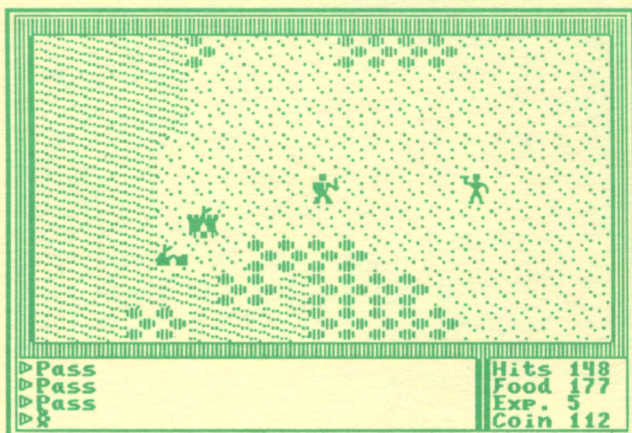
MOVEMENT

Depending on thy preferences, there are several different movement modes that thou canst use. The following diagram depicts one such mode. The arrangement of the keys is as a compass; indicating directions and movement to the north, south, east and west. In dungeons, the north and south keys move thee forward or turn thee around, respectively. In some future crafts, these same keys cause an increase or decrease in forward velocity. Besides using the keys in the diagram,



thou dost also have a choice to use either thy arrow keys, the keys shown here or thy joystick. If thou dost use thy joystick, thy fire button will take on different functions as follows; "**Attack**" in dungeons and outside, "**Transact**" in castles and townes, and "**Fire**" in future crafts.

PLAY SCREEN



Thou art seen here standing upon a grassy meadow with a castle and town to the west and a marauding Hood coming toward thee from the east.

Hits is a measure of mortality -- the bodily damage that can be sustained before death. Thy hit points may range up to 9999.

Food is vital to survival. If this value reaches 0 thou wilt die.

Exp is the measure of thy experience. Every victory increases thine experience.

Coin is the measure of thy wealth in copper pence, silver pieces, and fabulous golden crowns of the Realm.

WARRANTY

ORIGIN SYSTEMS, INC. LIMITED 90-DAY WARRANTY Origin Systems, Inc. warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase.

If the recording medium is found defective within 90 days of original purchase, Origin agrees to replace, free of charge, any such product upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by Origin. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If failure of the software product, in the judgement of Origin, resulted from accident, abuse, mistreatment or neglect, or if the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Origin, Inc. at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Origin will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$5.00 check (2) a brief statement describing the defect, and (3) your return address.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OF FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OF CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ORIGIN. IN NO EVENT WILL ORIGIN BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ORIGIN HAS BEEN ADVISED TO THE POSSIBILITY FOR SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

*Copyright 1980 by Richard Garriott
Copyright 1986 by Origin Systems, Inc.
and Richard Garriott
136 Harvey Road, Building 'B'
Londonderry, N.H. 03053*

**Ultima and Lord British are Registered Trademarks
of Richard Garriott**